

CLAIMS

What is claimed is:

- 1 1. A method for a game comprising:
2 dividing a game board into a plurality of zones;
3 selecting a zone;
4 projecting a projectile through the selected zone;
5 shooting at the projectile in the selected zone;
6 determining if the projectile was shot within the selected zone; and
7 marking the selected zone if the projectile was hit within the selected zone
8 wherein marking the selected zone eliminates the marked zone from further
9 selection.
- 1 2. The method of claim 1 further comprising the step of assigning a pre-
2 determined number of points based on the configuration of marked zones.
- 1 3. The method of claim 2 further comprising:
2 projecting at least one subsequent projectile through at least one zone;
3 shooting at the subsequent projectile; and
4 determining if the subsequent projectile was hit within at least one zone.
- 1 4. The method of claim 3 further comprising the step of assigning a pre-
2 determined number of points based on the number of subsequent projectiles hit
3 within at least one zone.
- 1 5. The method of claim 1 further comprising the step of creating teams, each
2 team alternating turns in completing all of the steps of claim 1.
- 1 6. The method of claim 2 wherein points are assigned for a three-in-a-row
2 configuration of marked zones.

- 1 7. A system for a game comprising:
2 a game board divided into a plurality of zones;
3 a selector that selects a zone;
4 a projectile projector disposed to project projectiles through the selected zone;
5 at least one shooter that shoots at the projectile;
6 a scorer that determines if the projectile was hit within the selected zone; and
7 a marker that marks the selected zone if the scorer determines that the
8 projectile was hit within the selected zone wherein the marked zone is eliminated
9 from further selection by the selector.
- 1 8. The system of claim 7 wherein the scorer assigns a pre-determined
2 number of points based on the configuration of marked zones.
- 1 9. The system of claim 7 wherein:
2 the projector projects at least one subsequent projectile through at least one
3 zone;
4 the shooter shoots at the subsequent projectile; and
5 the scorer determines if the subsequent projectile was hit within at least one
6 zone.
- 1 10. The method of claim 9 wherein the scorer assigns a pre-determined number
2 of points based on the number of subsequent projectiles hit within at least one zone.
- 1 11. The method of claim 7 wherein the scorer assigns points for a three-in-a-row
2 configuration of marked zones.
- 1 12. A program storage system readable by a computer, tangibly embodying a
2 program, applet, or instructions executable by the computer to perform method steps
3 for a game, the method steps comprising:
4 dividing a game board into a plurality of zones;
5 selecting a zone;
6 projecting a projectile through the selected zone;
7 shooting at the projectile in the selected zone;

8 determining if the projectile was shot within the selected zone; and
9 marking the selected zone if the projectile was hit within the selected zone
10 wherein marking the selected zone eliminates the selected zone from further
11 selecting.

1 13. The program storage system of claim 12 further comprising the step of
2 assigning a pre-determined number of points based on the configuration of marked
3 zones.

1 14. The program storage system of claim 12 further comprising:
2 projecting at least one subsequent projectile through at least one zone;
3 shooting at the subsequent projectile; and
4 determining if the subsequent projectile was hit within at least one zone.

1 15. The program storage system of claim 12 further comprising the step of
2 assigning a pre-determined number of points based on the number of subsequent
3 projectiles hit within at least one zone.

1 16. The program storage system of claim 12 further comprising the step of
2 creating teams, each team alternating turns in completing all of the steps of claim 12.

1 17. The program storage system of claim 12 wherein points are assigned for a
2 three-in-a-row configuration of marked zones.